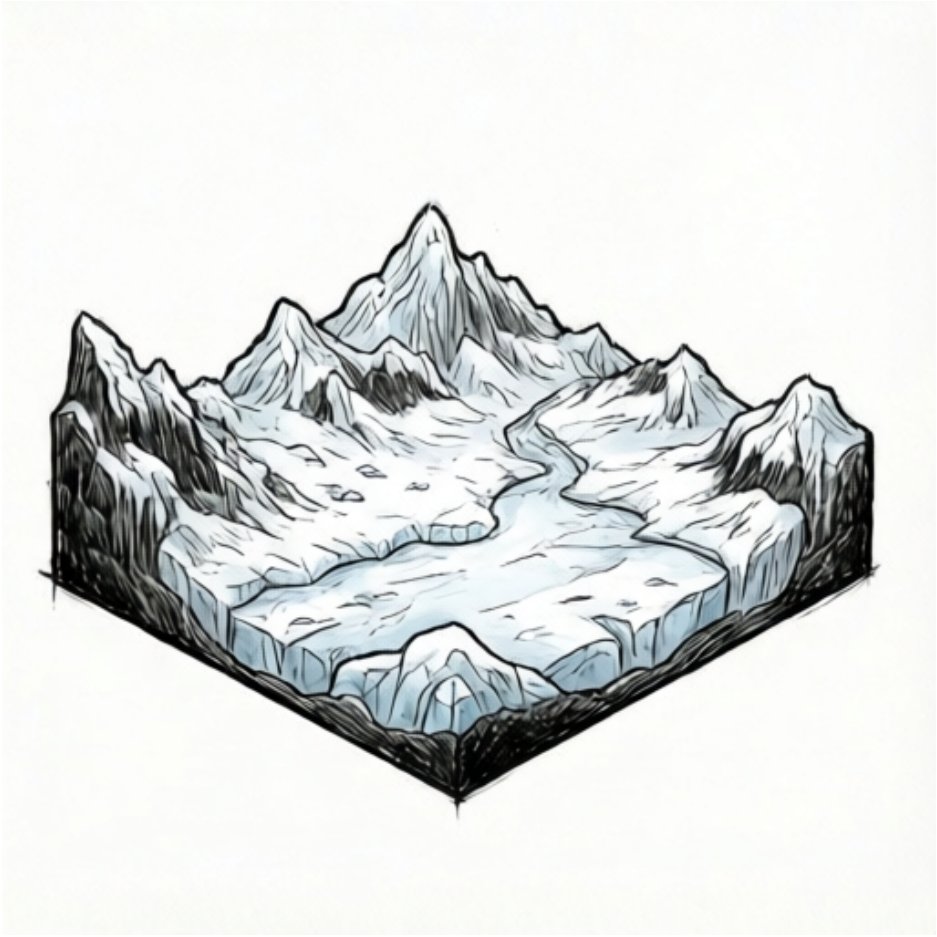
Frozen Tundra Isometric Drawing: Terrain and Ice Features

Ordinary topic reference / separately checked pixels



Frozen Tundra Isometric Drawing: Terrain and Ice Features

Original worked example / unchanged complete key

Prompt: On a sheet with a 10 mm grid unit, draw one terrain block four units wide and two units tall, add one ice wedge two units long and half a unit wide with a quarter-unit depth, and shade it with a left-light convention.

Answer: The block's top rhombus has four-unit edges along both 30-degree directions. Vertical edges are two units. The ice wedge sits on the top face, two units long and half a unit wide, with a quarter-unit vertical side. Left-facing side faces carry denser marks than right-facing faces, and the wedge carries a light cross-hatch.

Reason: Keeping all vertical edges at two units makes the block read as a solid. The wedge's shallow depth separates it from a flat mark. The single light direction keeps the shading consistent across the block and the wedge.

Check: Trace each vertical edge against a straightedge; all should be vertical and two units long. Compare each top-face edge to the 30-degree guides. Confirm the wedge's length and width match the stated units and that only one light direction is used.